

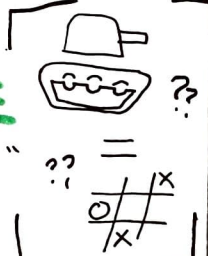
WHAT GAMES

ARE ✓

X AREN'T

THE PATTERN

"But games ARE very real to me."



- ✓ abstracted
- ✓ iconic
- ✓ formal



"Fun comes from ~ richly interpretable ~ situations."

$y=mx+b$

$E=mc^2$

play = game = sport

LEARNING is **FUN!**

grok /grək/ verb. understand (something) intuitively or by empathy.

"Boredom is the opposite of Learning."

ATTACK OF THE BOREDOM

1. Too easy.
2. Uninteresting.
3. Too hard.
4. Too slow.
5. Too fast.
6. Beat it.

good game / good game / verb.

"one that teaches everything it has to offer before the player stops playing."

OR **TEACHER**

~~true abstractions~~ → like word problems $2+3=?$ $2+3=?$ solve for a.

IT'S ONLY A GAME!!!!!!

Gamers see VIOLENCE as **DRESSING**

"By and large, people don't play with game systems because ~ stories ~" → **POWER FANTASY!**

GAME * STORY

- Teach thru experience
- Objectification
- Quantize, reduce, classify.
- External actions
- Generate narrative
- Teach vicariously
- Empathy.
- Blur, deepen, subtle distinctions.
- Internal emotions and thoughts
- Provide narrative.

FUN is the act of solving a problem mentally.

in Emojis: 😠 fiero 😊 Kiell 😏 schadenfreude 😡 raches 😏 social behaviors

Aesthetic appreciation = harmony, ease!
sensuwada = delight.

practice + learning + mastery

CONTEXTUAL!

flow "ZONE OF CONTEXTUAL DEVELOPMENT"

PRACTICE **STORYTELLING** **COMFORT** **MEDITATION**